detail, but other special effects (i.e., any effect applied to a region in a space that modifies the appearance of the affected region, such as blurring or coloring effects). Thus, one of ordinary skill in the art would understand that the invention is not to be limited by the foregoing illustrative details, but rather is to be defined by the appended claims.

1. A method comprising:

providing a display area for displaying a scene comprising media objects in a media-editing application;

providing a camera user interface (UI) tool within the display area to represent a particular field of view from which to render the scene;

providing a tool for receiving a command to modify one or more of a set of depth of field parameters of the camera UI tool over a set duration, the set of depth of field parameters comprising at least one of: a focus offset, a near focus, and a far focus;

receiving the command to modify the one or more of the set of depth of field parameters of the camera UI tool, the command comprising selection of a focus behavior for the particular field of view and selection of the set duration for modifying the one or more of the set of depth of field parameters of the camera UI tool; and

providing a tool for rendering a video of the scene, from a perspective of a virtual camera having the particular field of view, in which the focus behavior is modified in accordance with the command for the set duration.

2. The method as recited in claim **1**, wherein receiving the command comprises receiving selection of a target object to render in focus at an end of the set duration.

3. The method as recited in claim **2**, wherein the camera user interface tool has an apparent focal plane, and wherein rendering the video comprises moving the apparent focal plane to a distance of the target object over the set duration.

4. The method as recited in claim **3**, further comprising providing a slider to receive input of a transition time specifying a moment during the set duration when the target object is brought into focus.

5. The method as recited in claim **1**, wherein receiving the command comprises receiving a selection of a rate at which the one or more depth of field parameters is modified.

6. The method as recited in claim **1**, wherein receiving the command comprises receiving a request to expand a depth of field of the virtual camera.

7. The method as recited in claim **1**, wherein receiving the command comprises receiving a request to contract a depth of field of the virtual camera.

8. A non-transitory computer-readable medium including one or more sequences of instructions that, when executed by one or more processors, causes:

providing a display area for displaying a scene comprising media objects in a media-editing application;

providing a camera user interface (UI) tool within the display area to represent a particular field of view from which to render the scene;

providing a tool for receiving a command to modify one or more of a set of depth of field parameters of the camera UI tool over a set duration, the set of depth of field parameters comprising at least one of: a focus offset, a near focus, and a far focus;

receiving the command to modify the one or more of the set of depth of field parameters of the camera UI tool, the command comprising selection of a focus behavior for the particular field of view and selection of the set duration for modifying the one or more of the set of depth of field parameters of the camera UI tool; and

providing a tool for rendering a video of the scene, from a perspective of a virtual camera having the particular field of view, in which the focus behavior is modified in accordance with the command for the set duration.

9. The non-transitory computer-readable medium as recited in claim **8**, wherein receiving the command comprises receiving selection of a target object to render in focus at an end of the set duration.

10. The non-transitory computer-readable medium as recited in claim **9**, wherein the camera user interface tool has an apparent focal plane, and wherein rendering the video comprises moving the apparent focal plane to a distance of the target object over the set duration.

11. The non-transitory computer-readable medium as recited in claim **10**, further comprising providing a slider to receive input of a transition time specifying a moment during the set duration when the target object is brought into focus.

12. The non-transitory computer-readable medium as recited in claim **8**, wherein receiving the command comprises receiving a selection of a rate at which the one or more depth of field parameters is modified.

13. The non-transitory computer-readable medium as recited in claim **8**, wherein receiving the command comprises receiving a request to expand a depth of field of the virtual camera.

14. The non-transitory computer-readable medium as recited in claim **8**, wherein receiving the command comprises receiving a request to contract a depth of field of the virtual camera.

15. A system, comprising:

one or more processors; and

a non-transitory computer-readable medium including one or more sequences of instructions that, when executed by the one or more processors, causes:

providing, by the one or more processors, a display area for displaying a scene comprising media objects in a media-editing application;

providing, by the one or more processors, a camera user interface (UI) tool within the display area to represent a particular field of view from which to render the scene;

providing, by the one or more processors, a tool for receiving a command to modify one or more of a set of depth of field parameters of the camera UI tool over a set duration, the set of depth of field parameters comprising at least one of: a focus offset, a near focus, and a far focus;

receiving, by the one or more processors, the command to modify the one or more of the set of depth of field parameters of the camera UI tool, the command comprising selection of a focus behavior for the particular field of view and selection of the set duration for modifying the one or more of the set of depth of field parameters of the camera UI tool; and

providing, by the one or more processors, a tool for rendering a video of the scene, from a perspective of a virtual camera having the particular field of view, in which the focus behavior is modified in accordance with the command for the set duration.